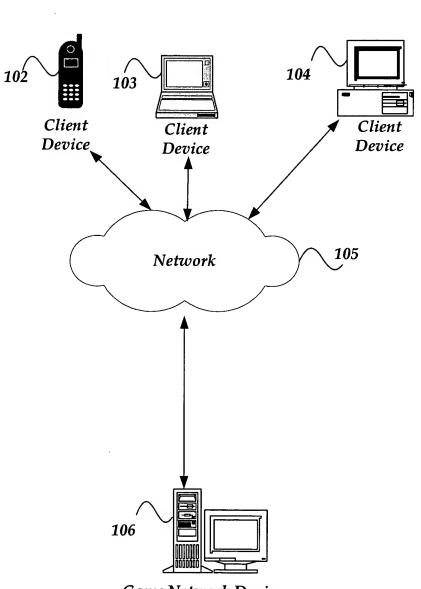
ENCODING SPATIAL DATA IN A MULTI-CHANNEL SOUND FILE

FOR AN OBJECT IN A VIRTUAL ENVIRONMENT

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Game Network Device

FIG. 1

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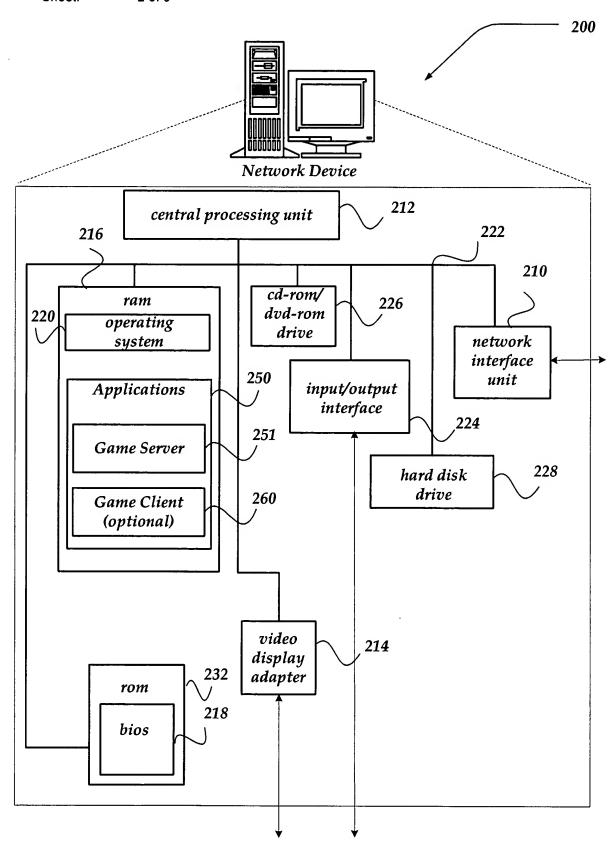
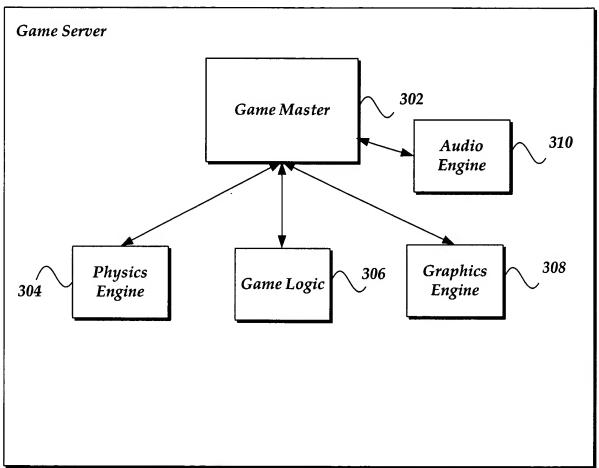


FIG. 2

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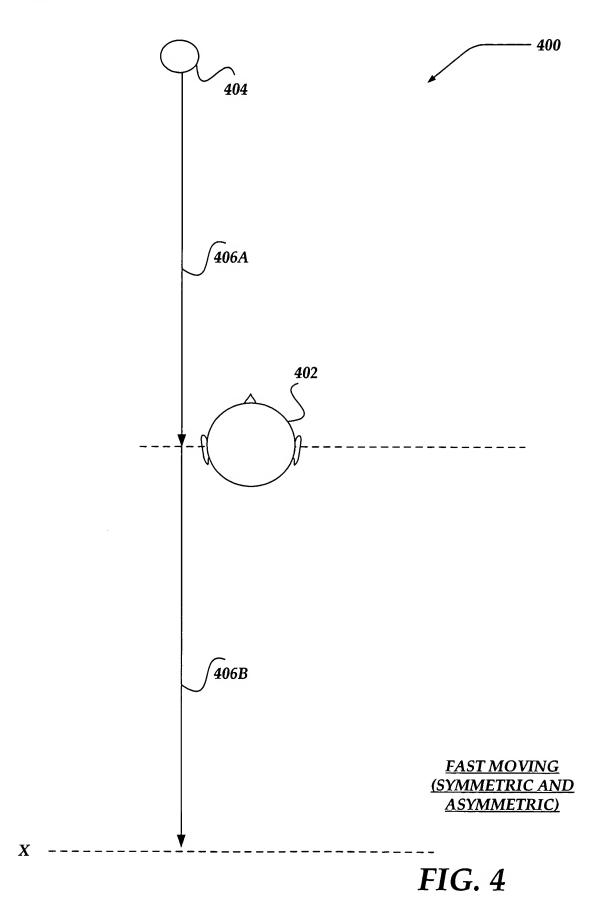


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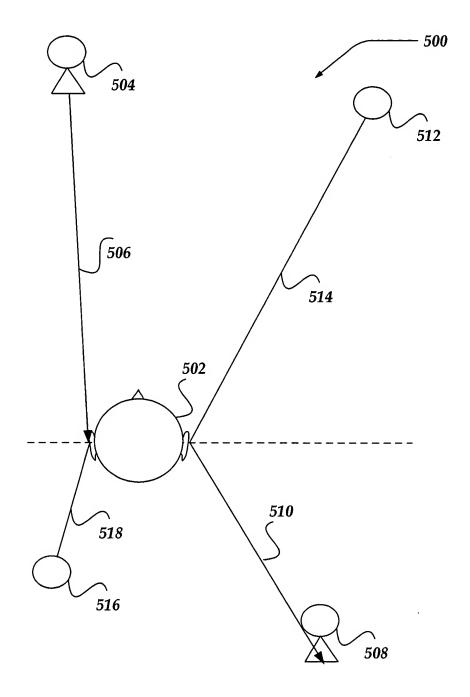


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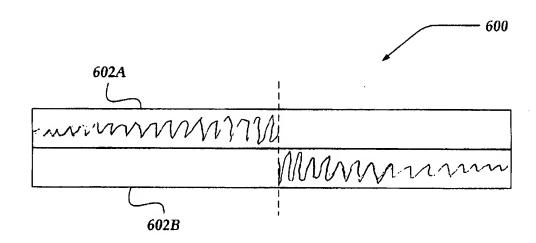
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DIRECTIONAL, STATIONARY, AND SLOW MOVING

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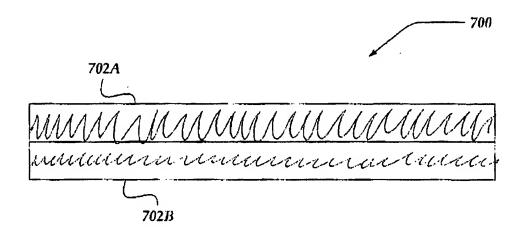
FAST MOVING

FIG. 6

Titte:

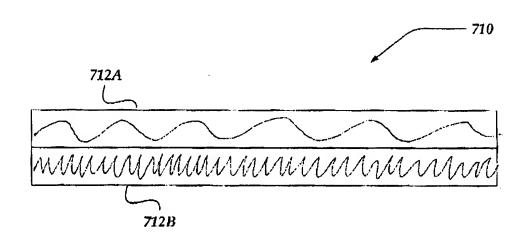
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DIRECTIONAL

FIG. 7A



STATIONARY/ **SLOW MOVING**

FIG. 7B

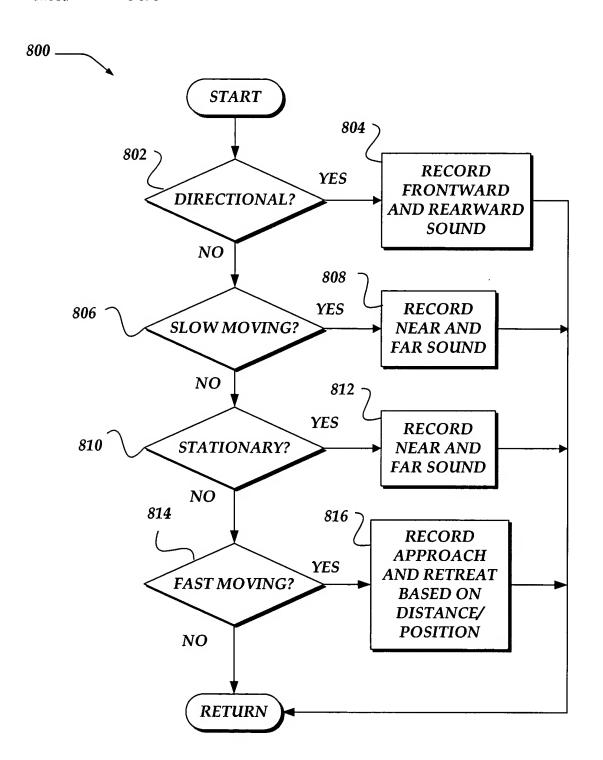
ENCODING SPATIAL DATA IN A MULTI-CHANNEL SOUND FILE

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RECORD

FIG. 8

ENCODING SPATIAL DATA IN A MULTI-CHANNEL SOUND FILE

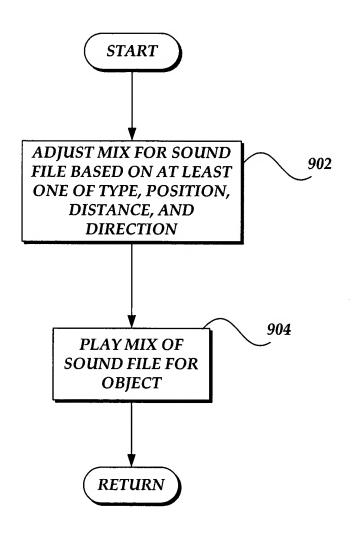
FOR AN OBJECT IN A VIRTUAL ENVIRONMENT

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PLAYBACK

FIG. 9